**Project Plan**

***MatchPass***

A logo for a football team

Description automatically generated

*Customers:*

*Frank Coenen, Erik van der Schriek*

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| **Date : 23/02/2024** |
| **Version : 1.0** |
| **State : Not finished** |
| **Author : Nazim Ahmedov** |

#### Version history

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| **Version** | **Date** | **Author(s)** | **Changes** | **State** |
| 1.0 | 23/02/2024 | Nazim Ahmedov | Added project plan | Not finished |
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**Distribution**

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# Project assignment

## Context

There are a number of football teams playing against each other in various tournaments. People are having a hard time tracking their favorite football team matches.

1. **Opportunities**

Interactive UI/UX, developing fast and scalable algorithms, ticket purchasing system, email notifications, using statistics

1. **Problems**

Third-party API dependency issues, Slow performance, scalability, maintainability

## Goal of the project

The goal of the project is to gather all football matches in one place

The project will be able to inform the user for his/her favourite team’s match day and they can buy a ticket to attend that match.

This project will be in great advantage for people that are into football. It gathers all kinds of information about every football team.

This project will add value by letting the fans(customers) choose a team to support for the season.

You will be able to purchase tickets for the match, chat with customer service and view match statistics

## Scope and preconditions

|  |  |
| --- | --- |
| **Inside scope:** | **Outside scope:** |
| 1. Back-end using Java, REST APIs, ORM | 1. Sales |
| 1. Front-end using HTML, CSS, JavaScript, ReactJS | 1. Marketing |
| 1. Unit Testing | 1. Business Plan |
| 1. Integration testing | 1. Finances |
| 1. End-to-end testing | 1. SEO |
| 1. Security | 1. Payment processing |
| 1. Continuous Integration and Delivery |  |
| 1. Software Quality |  |

## Strategy

The approach that is going to be used is Agile, employing Scrum methodologies to ensure flexibility and adaptation throughout the project

## Research questions and methodology

Research Questions:

1. What features would football fans desire in this football tracking application?
2. How can we enhance user experience when fans purchase tickets?

Methodology:

1. Implement feedback sessions to figure out desired functionalities
2. Implement feedback sessions to improve user experience

## End products

1. Architecture document
2. Research Reports
3. Test Reports
4. Project Plan
5. Application



# Project organisation

## Stakeholders and team members

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Abbreviation** | **Role and functions** | **Availability** |
| *Nazim Ahmedov* | *N.A.* | *Project Manager, Backend developer,*  *Frontend Developer,*  *QA Engineer,*  *DevOps Engineer* | *Mon: 16:30-23:00*  *Tuesday: 15:00 - 23:00*  *Wednesday 15:00 – 23:00*  *Thursday: 16:30 – 23:00*  *Friday: 16:30 – 23:00*  *Saturday: 15:00 – 23:00*  *Sunday: 15:00 – 23:00* |
| *Frank Coenen* |  | *Stakeholder* | *Mon: 13:00 – 16:00*  *Thursday: 9:00 - 12:00* |
| *Erik van der Schriek* |  | *Stakeholder* | *Thursday: 13:00 – 16:00*  *Friday: 9:00 – 12:00* |

## Communication

*Weekly meetings via teams or in person at Fontys Hogeschoolen during Weekdays.*

*Meetings on every end of Spint.*

# Activities and time plan

## Phases of the project

Phase 1:

1. Project Plan
2. Produt Management tool
3. Start backend implementation
4. CI/CD build and test stages
5. Repository setup

Phase 2:

1. Architecture and design decisions document
2. More backend implementation
3. Start frontend implementation
4. Start using docker files

## Time plan and milestones

|  |  |  |  |
| --- | --- | --- | --- |
| **Phasing** | **Effort** | **Start date** | **Finish date** |
| Sprint 1 | 3 weeks | 19/02/2024 | 08/03/2024 |
| Sprint 2 | 3 weeks | 10/03/2024 | 29/03/2024 |
| Sprint 3 | 3 weeks | 01/04/2024 | 19/04/2024 |
| Sprint 4 | 3 weeks | 22/04/2024 | 17/05/2024 |
| Sprint 5 | 3 weeks | 20/05/2024 | 07/06/2024 |
| Sprint 6 | 2 weeks | 10/06/2024 | 21/06/2026 |

# Risks and mitigation

|  |  |  |
| --- | --- | --- |
| **Risk** | **Prevention activities** | **Mitigation activities** |
| Third-party dependency issues | Read the project plan thoroughly, make a priority list and keep following the deadlines | Regularly update dependency |
| Unexpected error | Test the functionality in depth testing all kinds of input starting from edge cases | Fix the error as quickly as possible remembering to test it after |
| Bad User Experience | Make front-end simple. Keep asking for feedback | Ask how it can be better. (What would the user want to see?) |